The background is a collage of soccer-related images arranged in a hexagonal pattern. The top hexagon shows a group of five men celebrating with a trophy. The top-right hexagon shows a soccer stadium with a checkered flag. The middle hexagon contains the main title. The bottom-left hexagon shows a man in a suit holding a soccer jersey with 'HART 7' on it. The bottom-right hexagon shows a soccer player in action. The bottom hexagon shows a man in a suit with his arms raised in celebration.

LET'S MAKE A SOCCER TEAM!™

SEGA

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-54151-AU

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 800KB minimum • Analog Control Compatible: analog sticks only

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Thank you for purchasing Let's Make a Soccer Team!™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.

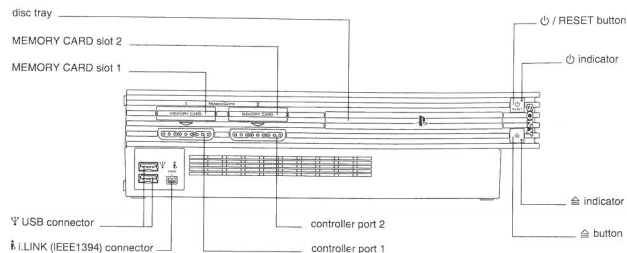


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Player, team and league data is based on information correct as of 30th November 2005. Details and regulations may vary. Player skills and abilities are fictional.

GETTING STARTED



Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open. Place the Let's Make a Soccer Team!™ disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. It is advised that you do not insert or remove accessories once the power is turned on.

Memory Card (8MB) (for PlayStation®2)

Let's Make a Soccer Team!™ is a Memory Card (8MB) (for PlayStation®2) compatible game. Please insert the Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or 2 before you switch on your console.

Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play. 800KB of free space is required to create a game file. Game data must be saved manually (see p.30). Do not switch the power OFF or remove the Memory Card (8MB) (for PlayStation®2) while the game data is being saved or loaded.

50Hz/60Hz Video Mode

When you start the game, you will be prompted to choose between PAL(50Hz) or NTSC(60Hz) mode. NTSC(60Hz) mode allows for smoother animation on supported TV sets. Select "Test NTSC(60Hz)" to check your TV's compatibility.

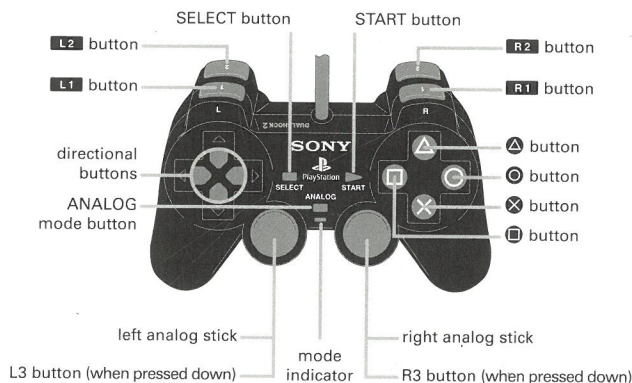
Language Setting

The game language is automatically set to match the PlayStation®2 system language, and cannot be changed manually during the game. The commentary language during matches can however be changed via Setting, detailed on p.30.

CONTROLLER

Let's Make a Soccer Team!™ is a one to two player game compatible with the Analog Controller (DUALSHOCK®) and Analog Controller (DUALSHOCK®2). Connect the controller(s) to controller port 1 and 2 for up to two players respectively.

Analog Controller (DUALSHOCK®2)



- All explanations assume use of the Analog Controller (DUALSHOCK®2).
- This game does not support the vibration feature.
- Two player games are only supported in VS Mode (p.33).

Button	Main Control	Practice/Tactics Screen (p.16)
directional buttons	Select (move cursor)	Select (move cursor)
button	Decide/Proceed	Decide/Proceed
button	Cancel/Return	Cancel/Return
button	Display own club list	Display own club list
button	Toggle player details display	Toggle player details display
SELECT	Display help menu	Display help menu
button	Switch main display	Toggle skill/condition/co-operation
button	Switch main display	Display control line
button	Not assigned	Toggle skill/condition/co-operation
button	Not assigned	Display total power graph

ABOUT THE GAME

Your role as club manager centres around two main tasks as detailed below.

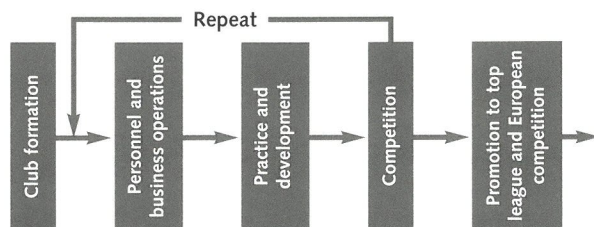
■ Team Direction

Practice and development through competition.

■ Management

Personnel and business operations.

Successful application of both is essential to bringing your club to the top of the domestic top league, the European competition, and securing a permanent place in football history.



Take extra care, as the game will end under any of the circumstances below.

- 1 Failing to qualify for the 2nd league at the beginning of the game.
- 2 Funds are in the red at the first week of July.
- 3 Finishing the season in the lowest two positions of the 2nd league two years running.
- 4 Less than 8 players are able to compete.

GAME MODES

Press START at the Title Screen to display the Mode Select menu. Use the directional buttons \uparrow \downarrow to choose a mode and the \otimes button to select from the following.

■ New Game

Create a new club from scratch. Please note that 800KB of free space is required on a Memory Card (8MB) (for PlayStation®2) to create a game file.

■ Continue

Load a previously saved game and continue from where you left off.

■ VS Mode

Play a VS Mode game using existing clubs and/or your own custom club data. See p.33 for details on VS Mode.

STARTING THE GAME

BEGINNING A NEW GAME

The first thing to do when you begin a new game is to decide the details of the club you'll be managing.

■ Choose League and Hometown

Regulations and top domestic league entry qualifications vary by country.

■ Enter Owner's Name

Enter up to 18 characters and select "End" to continue.

■ Choose Team Style and Colour

The team style you choose will have an effect on the team members chosen.

■ Select Secretary

Each secretary has the same abilities, so your choice will not affect gameplay.

OPENING EVENT - PLAYOFF

With the initial settings complete, you will progress directly to the first qualifying playoffs. The playoffs are comprised of 3 matches between 4 teams. The first 2 matches (home and away) make up the first round to determine the finalists. The final is a single knockout match to decide the winner who will qualify for the 2nd league.

MATCH DAY

On the day of the match, you can check and edit your key players and team tactics. See p.31 for details.

PROMOTION

Win the playoffs to qualify for the 2nd league. Fail to qualify and the game will be over.

CLUB EDIT

After winning the playoffs, you'll be asked if you wish to customise the club settings. Choose YES or NO to continue.

EDIT CLUB NAME

Choose a name from the list, or enter your own. The club name cannot be altered later, so choose carefully.

EDIT 1ST AND 2ND KIT

Edit both sets of team kit. Choose Shirt, Shorts, Socks, Number or Captain Mark, and select the colour and design you would like to use. Use the left analog stick to rotate the model. Select "End" to complete the edit.

EDIT EMBLEM

Select "Sample" to display a variety of emblems that you can choose for your club, or select "Parts" to assemble your own from individual segments. Select "End" to finalise the settings.

EDIT FLAG

Create a club flag by choosing Design, Emblem Position, Colour 1, Colour 2, and Emblem display options. Select "End" to complete the design.

When settings are complete, select "End" to continue.

CONTRACTS AND ADMINISTRATIVE PLAN

When the club edit is complete, the new season will begin. First you must secure sponsors and staff contracts, and choose a team captain.

Sponsor Contract	Choose 1 main sponsor and 4 sub-sponsors (p.7).
Staff Contracts	Make or renew contracts with players and staff (p.7).
Player Numbers	Decide the shirt number for each player (p.7).
Select Captain	Choose the captain for the team (p.8).
Administrative Plan	Plan expenses for the year (p.8).

PRESS CONFERENCE

After rival clubs have been inaugurated, the club manager will hold a press conference. As questions are asked, use the directional buttons and the ⌘ button to choose appropriate responses. Player abilities will vary according to the choices you make.

CLUB MANAGEMENT

TWELVE MONTH SCHEDULE

SEASON IN (JULY)	MONTHLY	SEASON OFF (JUNE)
Sponsor Contracts	Monthly Schedule	Season End Report
TV Station Contracts	▼	Announce MVP
Manager/Coach Contracts	Month End Report	Announce Retiring Players
Scout Contracts		
Player Contracts		
Player Numbers		
Captain Selection		
Administrative Plan		
	JULY/AUGUST/JANUARY	
	New Members Join Team	
		● TV stations and player contracts are required after the first year.

The main events of the first 12 months are illustrated above. You will need to understand these thoroughly in order to manage the club smoothly.

SEASON IN

In July, significant managerial duties that will affect the entire year's performance must be carried out. Do your best to plan ahead strategically.

SPONSOR CONTRACTS

First select a single main sponsor and up to 12 sub-sponsors. Use the directional buttons to select an industry, and press the **R1** button to see details of the respective benefits and conditions. The main sponsor can be negotiated with. Use the directional buttons and the ⌘ button to propose a monetary value. If this is accepted then the contract will be drawn up. Companies that are prospering can more easily accept high value sponsorship contracts. Sub-sponsors cannot be negotiated with, and are selected by pressing the ⌘ button.

Supplier Contracts

The sponsor that provides team uniforms is referred to as the supplier, and will allow you to change the design of the uniforms. Only one supplier can be contracted, and a selection of potential suppliers may become available after the first year.

TV Station Contracts

When the club status has risen a little, it will become possible to form a contract with up to 3 TV stations. Use the directional buttons and the ⌘ button to select from a list of available stations.

MANAGER/COACH CONTRACTS

When an existing contract expires, you can either renew or contract another staff member. Select Yes to delegate the decision to the assistant, or No to choose one yourself. Select the staff member with the expiring contract and press the ⌘ button to display a list of candidates. Use the directional buttons and the ⌘ button to choose. The **R1** button will display details of each selected staff member (p.12).

SCOUT CONTRACTS

As with manager/coach contracts, scout contract renewals can be delegated to the assistant, or you can take care of them yourself. Press the **R1** button to display details of each staff member (p.14).

PLAYER CONTRACTS

Re-contract players as their contracts expire. Use the directional buttons and the ⌘ button to select a negotiation method.

Negotiations

Select a player to proceed to the interview screen. Use the directional buttons and the ⌘ button to set a contract term and annual salary. Contract options can also be set if desired. When complete, select "Conditions" to propose your offer, and if the player agrees, then the negotiation is successful. If the player cannot agree within a certain number of tries, the negotiations will end and the player will leave the team. Pressing the **R1** button at any time will display the player's details (p.10).

Delegate to the Assistant

The assistant will start the negotiation with a suggested proposal. Offering this is often the most trouble free method of renewing contracts, but the annual salary will be set more favourably to the players.

PLAYER NUMBERS

Choose the numbers to appear on each player's shirt. These can be selected from 1 to 99. Use the directional buttons and the ⌘ button to choose a player, then pick a number. Press the **R1** button to complete the settings. Any remaining numbers will be filled in automatically.

RECRUITING NEW PLAYERS

Any new players waiting to transfer in will be added at the next transfer period and their entrance will be announced. Players acquired during the transfer period will be added to the club at the next turn.

Transfer Period

The transfer period is limited to the months of July, August, and January. Players transferred in outside of these months will have to wait until the next transfer period to be admitted. This rule does not apply to currently inactive players. They will be admitted at the next turn regardless of month.

SELECT CAPTAIN

Keep the same captain as the previous season or appoint a new one. Suitable players will have a mark displayed next to their name. Use the directional buttons to highlight a player and display the manager's comments. Press the

⊗ button to appoint the selected player to captain.

ADMINISTRATIVE PLAN

Decide the costs of advertising and tickets, the number of season tickets and the discount. For each item, use the directional buttons to select a value and press the ⊗ button to decide. Select "End" to complete the plan.

■ Annual A.D. Costs

The cost of team publicity operations for the year.

■ Ticket Charge

The price of a single match ticket.

■ Discount Rate

The discount available with a season ticket.

■ Season Ticket Sales

The number of season tickets available. Sales will be announced in the third week of July.

MONTHLY TASKS

The following are performed each month.

MONTHLY SCHEDULE

Set the monthly schedule at the beginning of each month. Select from the left menu the items to be included in the schedule, and use the directional buttons and the ⊗ button to choose a date for the item. Select View Details to check the month's schedule. Press the **L1** / **R1** buttons to switch to a different month, or select "End" to complete the schedule. Note that the blue bar displayed under a home match indicates estimated ticket sales.

■ Competition

Some competitions are optional. When available, an option to enter will be displayed at the monthly schedule setup screen. Once selected, the full competition details will be included in your schedule.

Setting Ticket Prices

As you enter the month of the competition you've decided to enter, you will need to set the ticket price. Use the directional buttons and the ⊗ button to select a value.

■ CAMP

From July of the second year you will be able to select "Camp" from the schedule setup screen. By sending players to camp you can anticipate greater improvements in their skills than by regular training. Camp requires one week (2 turns) and fees that vary according to content.

■ Select date

Choose a date for the camp.

■ Select Country/Region

Choose a country and region. See the right of the screen for details on each location's features and costs.

■ Select Opposing Clubs

Choose competing clubs for the camp tournament. If no clubs are picked, then the camp will be training only.

Camp Theme

On the week you leave for camp you can decide the camp theme. Each location has a variety of effective practice themes so think carefully before choosing. If the camp location and theme is well picked, your players' skills will improve significantly.

■ TOUR

If your team can reach the top league, then come July you will have the option to tour. Touring is an excellent means to raise your club's public profile and income. A tour requires 2 weeks (4 turns) and a fee varying according to content. Tour contents are set in the same way as for Camp. Note that opposing teams must be chosen, and a minimum of one match must be played.

League Matches

Top league and 2nd league matches are held in England at the end of July, and in August in all other countries. This is a physically exhausting season, so keep a close eye on your players' health. Work your way up the 2nd league to progress to the top league.

■ PRE-SEASON MATCH

Pre-season matches can be added to your July schedule. This is a good opportunity to make adjustments to your team tactics as the season opens, and to familiarise yourself with your own team's strengths and weaknesses. Use the directional buttons and the ⊗ button to select a date and opposing team.

■ PR ACTIVITIES

From September of the first year you can engage in promotional activities to increase public interest. Use the directional buttons and the ⊗ button to select a date and activity. Costs required vary by activity.

MONTH END REPORT

Here you can check the earnings call, club results, and the MVP (Most Valuable Player) for the month as detailed below. Select the item you wish to see and press the ⊗ button to display. Select "End" to proceed to the next month.

■ Earnings Call

See the incomings and outgoings for the month. Select an item to see a more detailed description.

■ Club Result

See the results of matches played that month.

■ MVP

See details of the top league and 2nd league top scorer and MVP (most valuable player) for the month.

SEASON OFF

At the end of June, the season's MVP, club results, and earnings call will be reported as detailed below. Check this carefully before you enter the next season. If any team members are retiring then an event will play out at this stage. Select "End" to progress to the next season.

■ Earnings Call

See the incomings and outgoings for the season.

■ Club Result

See the results of matches played that season.

■ Individual Result

See the rankings for each team member's goals and assist counts.

■ Top League/2nd League

See the top scorer, goal ranking, MVP and best eleven of the domestic top and 2nd leagues.

Euro

See the top scorer, goal ranking, MVP and best eleven for each country's league tournaments, domestic cup and the European cup.

LEAVING PLAYERS

If players are leaving your club, their departure will be announced. The player's average rating and career forecast will be displayed for your reference.

PLAYERS AND STAFF

PLAYER DATA

Press the button to display the player list, and the button to view player details. Switch pages with the **L1** / **R1** buttons.



Left Screenshot (Player Page):

- Header: 2006-2007 Week 1 Mid-Week Sep. E 1,799,161
- Player: S. Zharkov
- Team: Arsenal
- Position: Striker
- Terms: 2
- Annual Income: £ 220,000
- Weekly wage: £ 4,563
- Transfer List: 1
- Biography: D Happy with number of appearances.
- Has good ability.
- At his peak.
- Navigation: E Search, E Logout

Right Screenshot (Stats Page):

- Header: 2006-2007 Week 1 Mid-Week Sep. E 1,799,161
- Player: S. Zharkov
- Team: Arsenal
- Position: Striker
- Stats Table:

	Pre-season	Domestic League	Domestic Cup	Europa Conference	Other competition	Total
Goals	2	1	0	0	0	3
Assists	0	0	0	0	0	0
Yellow cards	8	4	0	2	1	15
Red cards	0	0	0	0	0	0
Minutes	10	5	0	0	0	15
Appearances	2	1	0	2	1	6

- Summary Table:

	Pre-season	Domestic League	Domestic Cup	Europa Conference	Other competition	Total
Goals	2	1	0	0	0	3
Assists	0	0	0	0	0	0
Yellow cards	11	5	0	3	1	20
Red cards	0	0	0	0	0	0
Minutes	0	0	0	0	0	0
Appearances	13	6	0	3	1	23

- 1 Player number, position, name. The captain will have "C" displayed to the right of his position icon.
- 2 Team, nationality, age, height etc.
- 3 Suitable positions. Stronger shades show greater suitability.
- 4 Player style (p.22).
- 5 League and cup achievements for the season.
- 6 Parameters for universal abilities.
- 7 Parameters for individual skills.
- 8 Player condition parameters.
- 9 Comments on player condition.
- 10 Term of current contract and annual salary.
- 11 Player's vision (p.22).
- 12 Observations.
- 13 Comments on player's future and development.
- 14 Season's achievements.
- 15 Career achievements.

BASIC POSITION ICONS

Four position icons are displayed depending on each player's suitability.

FW FORWARD

Forwards usually receive the ball in the attacking third to bring others into play and to score goals. This is suited to those with good shooting, skill and pace (also heading, creativity, strength and anticipation).

MF MIDFIELDER

Connects the other positions from the middle third, both attacking and defending. Good passing, creativity and vision are important in attack, while good positioning, marking and tackling are essential for defence. Midfielders require superior stamina and athleticism to get from box to box.

DF DEFENDER

Responsible for fending off opposition attacks and clearing the ball to the midfielders or forwards. Can be a threat in offence using their aerial power at set-pieces. Best suited to players strong in tackling, heading, positioning and marking.

GK GOALKEEPER

Your last line of defence. Defends the goal directly from within the penalty area. Shot-stopping, positioning and catching are important attributes for goalkeepers.

PARAMETERS

Some parameters show ability, and others show condition. Note that individual skill parameters for GK vary from those of the other positions.

Universal Abilities

SPEED	Speed, Dash, Response
PHYSI	Physical
STAMI	Stamina
MENTA	Mentality (Leadership, Courage)
SUPPO	Support Sense, Field of Vision
SYSTE	System
TACTI	Tactics

FW/MF/DF Individual Skills

DRIBB	Dribbling
SHOT	Shooting
PASS	Passing
FK	Free Kicks
HEAD	Heading
INTER	Interceptions
MARK	Marking

GK Individual Skills

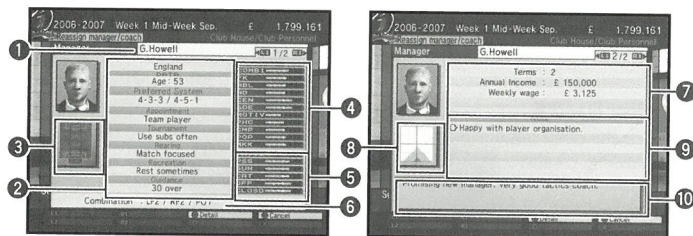
SAVIN	Saving
HANDL	Handling
CROSS	Cross Handling
GO FW	Go Forward
DISTR	Distribution
AGILI	Agility
JUMP	Jumping

Player Condition

FATIG	Fatigue. Longer bar indicates greater fatigue.
CONDI	Physical Conditions. Longer bar indicates better condition.
MOTIV	Motivation. Longer bar indicates higher motivation.
T-FIT	Tactically-Fit. Players with shorter bars may benefit from time off.

MANAGER/COACH DATA

From the Manager/Coach List press the **⊙** button to display details. Press the **L1** / **R1** buttons to switch pages.



- 1 Appointment and name.
- 2 Nationality, age etc.
- 3 Skill in assigning positions. Stronger shades indicate greater skill.
- 4 Instruction in universal abilities.
- 5 Instruction in individual skills.
- 6 Attack patterns (manager only).
- 7 Term of current contract.
- 8 Vision (manager only). See p.22 for details.
- 9 Observations (manager only).
- 10 Comments concerning the manager/coach.

COACHING STAFF ICONS

There are a total of six coaching staff members, and depending on their role one of the following icons will be displayed.

M MANAGER

Mostly gives general instruction.

AC ASSISTANT COACH

Coaches player skills.

PC PHYSICAL COACH

Coaches basic physical fitness.

GC GOALKEEPER COACH

Coaches the goalkeepers.

YM YOUTH MANAGER

Coaches youth players.

PARAMETERS

Each parameter is detailed below. Depending on role, the parameters will vary.

Instruction in Universal Abilities

ATTKS	Attacking Style
COMBI	Combination
FK	Free Kick
TRAIN	Training Skill
ATKDF	Attack and Defence Play
CENTA	Centre Attack
FLANK	Down Flanks
MOTIV	Motivation
PHYSC	Physical Care
COMMU	Communicative Skill
POPUL	Popularity
ASSES	Player Assessment

Instruction in AC Individual Skills

DRIBB	Dribbling
SHOT	Shot
PASS	Passing
HEAD	Heading
INTER	Interception
MARK	Marking

Instruction in PC Individual Skills

SPEED	Reinforcing Player's Speed
PHYSI	Reinforcing Player's Physical
STAMI	Reinforcing Player's Stamina
MENTA	Reinforcing Player's Mentality

Instruction in M/YM Individual Skills

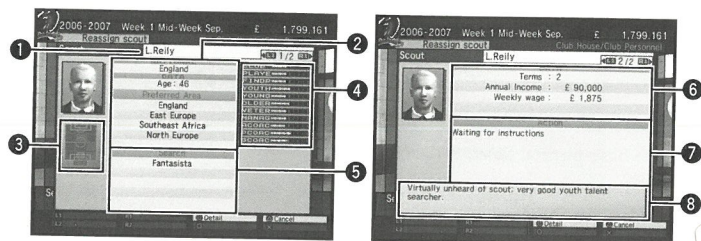
FASTB	Fast Break
SLOWB	Slow Build-up
WINGS	Attack From Wings
CENTD	Centre Drive
OFFSI	Offside Play
CLOSD	Closing Down

Instruction in GC Individual Skills

SAVIN	Training Skill for Saving
GO FW	Training Skill for Go Forward

SCOUT DATA

From the Scout List, press the **□** button to display details. Press the **L1** / **R1** buttons to switch pages.



- 1 Appointment and name.
- 2 Nationality, age, preferred area.
- 3 Skill in finding players. Stronger colours indicate greater scouting skill.
- 4 Scouting skills parameters.
- 5 Region of specialty.
- 6 Term of current contract.
- 7 Current activity.
- 8 Comments on scout.

PARAMETERS

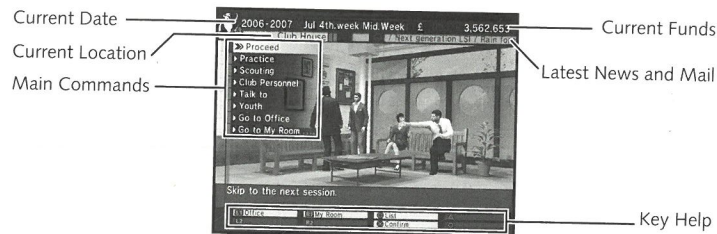
As with manager/coaches and players, the scouts have a variety of parameters. These make a useful reference when choosing a scout that will work to your expectations.

CLUB Deal with Club
PLAYE Deal with Player
FINDP Find Player
YOUTH Find Youth
YOUNG Find Younger Player
OLDER Find Mid-Level Player

VETER Find Veteran Player
MANAG Find Manager
ACOAC Find Assistant Coach
PCOAC Find Physical Coach
GCOAC Find GK Coach

MAIN COMMANDS

VIEWING THE MAIN SCREEN



Key Help displays the buttons that can be used during the current screen. Press the **SELECT** button to display a Help Menu for more details.

SWITCHING BETWEEN THE SCREENS

Below are the three main screens. Press the **L1** / **R1** buttons to switch between each, or select directly from the main command menus.

CLUBHOUSE (P.16)

Commands relating to developing players' skills, personnel decisions, and youth players. You can also directly listen to the players, manager and coaches.

OFFICE (P.26)

Verify the current situation of the club operations, upgrade stadium and clubhouse facilities, and sell official goods.

MY ROOM (P.29)

Check emails and newspapers, and verify information on clubs and competitions. Game settings can also be changed here.

Proceed

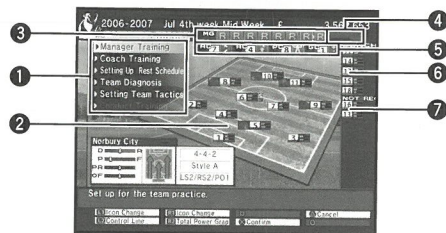
Proceed the schedule by one turn (2 turns per week, 8 turns per month). By proceeding the schedule, the Practice (p.16) will also be executed. This command is common to all three screens.

CLUBHOUSE

PRACTICE

Set up practice and rest days, and adjust team tactics. Select a command and press the **X** button to enter.

Practice Screen



- 1 Commands that can be executed.
- 2 Starting Members registered.
- 3 Schedule of Manager Training.
- 4 Auto Rest settings (p.18).
- 5 Schedule of Coach Training.
- 6 Players registered for the match.
- 7 Players not registered for the match. These players are not eligible to join.

PLAYER ICONS

Use the **L1** / **R1** buttons to switch between the following sets of icons.



Attacking/Defensive Ability/Stamina

Indicates the player's skill. The green bar (top) is for attacking ability, the blue bar (middle) is for defensive ability, and the red bar (bottom) for the player's stamina (match day only). Longer bars indicate greater skill.



Physical Conditions/Motivation/Tactically Fit

Indicates the player's status. The yellow bar (top) is for physical condition, the orange bar (middle) for motivation, and the pink bar (bottom) for the player's tactical fitness.



Co-operation

Indicates the compatibility between players. Align the cursor with any player in "Position Players" (p.19) to see the level of teamwork with each teammate.



Selected player



Best



Good



Normal



Bad

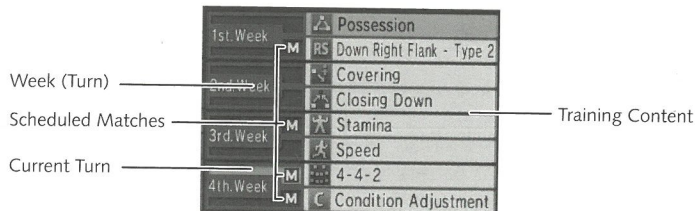


Worst

MANAGER TRAINING

Set up the schedule for team training. Select "Set Training Plan" to set this yourself, or "Preset Plan" to leave it to the manager.

Training Schedule Screen



On any turn where there is a match scheduled, an icon "M" will be displayed. Players' fatigue levels increase with each match, and excessive training may lead to injuries.

Set Training Plan

Set up the training plan yourself. Select a schedule location and a list of training categories will be displayed. Select a training category and course, and press the **X** button to set the schedule.

Player Injuries

When a player is injured, his numbered icon will indicate the level of severity. Injuries may be minor (yellow X) or serious (red X). With a minor injury, the player can still train and/or participate in matches, but overwork him and the injury will worsen. In the worst case scenario, the injury may go beyond recovery, leading to the player's retirement. Rest is the key to recovery.



Manager Training Courses

- **Formation**
Training for better understanding of the selected formation.
- **Attack Training** **Direct Play/Possession/Centre Drive/Down Both Flanks**
Training for better understanding of the tactics and skills required for offence.
- **Attack Pattern** **Left Flank 2/Right Flank 2/Possession 1**
Training for better understanding of the selected attacking pattern.
- **Defence Training** **Closing Down/Covering/Offside Trap**
Training for better understanding of team defence and associated skills.
- **Fitness** **Speed/Power/Stamina**
Training focussed on physical development.
- **Simulation Game** **Intrasquad Game/Combination Play/Set Pieces**
Improve on various skills and team cooperation.
- **Conditioning** **Conditioning/Rest**
Improve player condition and lower fatigue.

COACH TRAINING

Intensive one-on-one training. This is performed in addition to the Manager Training, so pay close attention to the player's condition. Select a player and training category as detailed below, and press the **X** button to confirm.

■ General Training

Select a general training course. **AC**, **PC**, and **GC** have separate menus.

■ Special Training

Select a specialised course unique to the coach. More effective than General Training.

■ Leave to Coach

Select from "Special Skills Training," "Train Abilities Across the Board," and "Train Against Weaknesses," and let the coach take care of the details.

General Coach Training Courses

The General Training courses for each coach are as follows.

■ AC (Assistant Coach)

Shot/Pass/Dribble/Set Piece/Tackle/Interception/Covering/Defensive Set Pieces
Train in specific skills such as shooting and passing.

■ PC (Physical Coach)

Pace/Strength/Stamina/Agility/Footing/Improve Condition/Reinforce Motivation
Training to improve ability, condition, and motivation. Particularly effective with young and easily injured players.

■ GC (Goalkeeper Coach)

Save/Catch/Darting Run/Penalties/Set Pieces
Training in skills specific to goalkeepers such as saving and catching. Manager Training does not have a goalkeeper-specific course, so use this to hone his skills.

SET UP REST PLAN


Set rest days for the players so they can recover. When a player's condition drops he will become more vulnerable to injury.

■ Team Break

Cancel the scheduled Practice, and allow all players to rest. Use the directional buttons to select a turn, and press the **X** button to set it as a rest period.

■ Individual Break

Allow specific players to rest. Use the directional buttons to select a player and turn, and press the **X** button to set the rest period.

 Rest for all turns

 Cancel all rest

■ Auto Rest

You can allow the players to automatically rest when health condition becomes low. Select an auto rest setting as shown below. When set, **AUTO** will be displayed at the top right of the Practice Screen, together with the auto rest setting icon.



Rest Sometimes



Rest Moderately



Rest Seldom

TEAM DIAGNOSIS

See the manager's analysis of the team's condition, and the training results from the current turn. Select a menu item as detailed below.

■ Coaching Plan

The manager analyses the skill level of the team, and pinpoints areas the team should work on.

■ Team Growth

The manager will point out the condition of the team's improvement. Grasp what is lacking in your team, and use it as a reference to build up the team.

■ Player Growth

Select a player and view his individual improvement via a graph and comments. The graph shows a comparison of the player's overall skill from the start of the season (yellow) to the present (green).

■ Check Training Data

View the results of training performed during the current turn. The length of each arrow indicates the amount of improvement.

SET TEAM TACTICS

Rearrange player positions, assign kickers, and change the game plan. Use the directional buttons to select a command, and press the **X** button to display the command screen.

Compatibility (**L2** button)

Displays the co-operation between the players on the field with lines. Thicker redder lines indicate stronger compatibility between the players. Press the **L2** button again to hide the display.

Team Total Power (**R2** button)

Displays the overall team power as a graph (see below). Press the **R2** button again to hide the display. Note that from "Player Growth" (of "Team Diagnosis"), you can view the total power of individual players. Both graphs are viewed the same way.

■ Offense

Rated higher when aptitude, skills, and awareness on offence are strong.

■ Physical

Rated higher when physical abilities such as power and speed are strong.

■ Techniques

Rated higher when understanding and cooperation on system and tactics are strong.

■ Defence

Rated higher when aptitude, skills, and awareness on defence are strong.

■ Mental

Rated higher when mental skills are strong.

■ Organised

Rated higher when teamwork skills are strong.

■ POSITION PLAYERS

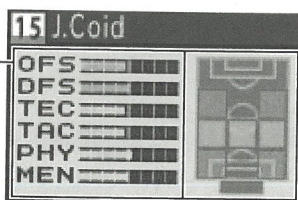
Change the players' positions. Use the directional buttons to select a player and press the **X** button. Next, move the cursor to the position you wish to put the player and press the **X** button to switch. Keep in mind the player's abilities and position suitability.

Player Positions Screen

Align the cursor with a player to view comments on his condition.

Parameters

Offence
Defence
Technique
Tactics
Physical
Mental



Position Aptitude
(Brighter colours
indicate greater
suitability)

FORMATION

Change formation or adjust distribution of positions. Select in accordance with the starting members and team tactics.

Change Formation

Use the directional buttons to select the formation type, and press the **X** button to enter. For your reference, you can also view player positions and comments on the formation while selecting.

Edit Position

Use the directional buttons to select the player and press the **X** button. You may now make fine adjustments to the player's position, not possible with "Change Formation."

TEAM TACTICS

Select tactics and attack pattern.

Change Team Tactics

Use the directional buttons **↑ ↓** to select a menu item as detailed below, then use **← →** to move each slider. For your reference, the graphical representation will change in accordance with your selections.

Offensive

Slide to the right to lean towards the offensive, or left to take a defensive stance.

Attack Speed

Slide to the right for simple, quick attacks, or left to place importance on ball possession.

Attack Type

Slide to the right to prioritise side attacks, or left for centre attacks.

Attack Side

Decide which side of the field (left or right) to build your attacks.

Pressure

Slide to the right to press more aggressively. This will wear the players' stamina, so greater physical strength is needed to play through the whole match.

Offside

Slide to the right to increase the number of offside traps. A strong understanding of offside trap is required for this to be effective.

Line Defense

Set the position to start pressing. Slide to the right to press at a higher position at the expense of player stamina.

Attack Pattern

Use the directional buttons to select an attack pattern, and a graphical representation of the pattern will be displayed on the right side of the screen. Select an attack pattern to discard, and an available pattern to replace it with. Up to 3 attack patterns can be selected.

SET PLAYER ROLE

Change play style and the assignment of kickers for penalties and free kicks.

Change Play Style

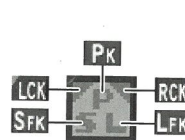
Use the directional buttons to select a player and press the **X** button to display his current play style. You may now select a new play style for that player.

New play styles will become available as the player's skills improve.

Change Kicker

Assign a kicker for set plays (free kick/corner kick). Use the directional buttons and the **X** button to select a menu item, then choose a kicker to assign.

Kicker Type and Icons



PK PK Taker

LCK Left Corner Taker

RCK Right Corner Taker

SFK Short FK Taker (close to the goal)

LFK Long FK Taker (far from goal)

Players assigned as kickers on set plays will have an icon displayed indicating the kicks they are assigned for.

Change Captain for Game

Select a substitute team captain for when the true captain is not on the field. Select a player and press the **X** button.

GAME PLAN

Automatically change formula or make substitutions during a match.

Edit

Determine the circumstances for the plan to come into effect, and select either to change formation or to make a substitution.

Select Time

Set the time the game plan is to come into effect.

Select Score Difference

Set the required difference in score for the plan to come into effect.

Change Style

Select the new play style to change to when the conditions are met. See p.22 for details.


Player Substitution

Select up to three players for substitution. ▼ shows players coming out, and ▲ shows players coming in.


■ STYLE

Change the formation style. This is accessed from "Change Style" and "Easy Style Setup."

Change Style

Use the directional buttons and the  button to select the formation style for the team to use from 3 patterns.

Easy Style Setup

Use the directional buttons and the  button to select the formation style from 8 pre-selected sets.

■ DELEGATE TO MANAGER

The manager will choose the starting members for the currently selected style.

■ VIEW INFO

View information on the next opposing club, and your own team policy.

Opponent Info

View members and formation for the next opposing club. Use the directional buttons to view condition and comments on individual players. This information is useful when planning tactics.

Confirm Club Vision

The club vision represents the footballing aims of each player and manager, comprised of four parts. The blue area

indicates the manager's vision, and the numbers show the vision for each player. Players within the light blue area will perform as the manager expects, while those in the dark blue areas will exceed expectation. Those outside the blue range are likely to under-perform. If the vision of the manager and the players are congenial, the players will perform better as a team. Players' vision may become closer through practice and competition.

■ Counter

Simple attacks with few players. Counter attacks come naturally.

■ Possession

Attack with more players. Ball possession becomes easier.

■ Organisation

Organised style. Pressing by a whole team and team tactics come more naturally.

■ Individual

A style to utilise players' individual skills.

■ CONDUCT TRAINING

Execute the practice that has been set up and display the results. Longer arrows indicate greater improvement. The team and player growth will also be displayed.

ACQUIRE PLAYER

Order a scout to acquire a player via email. There are 5 ways to acquire a player. Acquiring a player who belongs to another club will incur a very expensive transfer fee, so keep an eye on available funds.

■ SEARCH FOR PLAYERS

Appoint a specific player directly and negotiate for transfer. First, select the Scout for the assignment. Next, select the area, team, and player. Finally select the transfer type and "Send mail" to begin the search.

■ SEARCH FOR PLAYER

Search for a player by nationality and position, and select "Start." A list of players who meet your conditions will be displayed. Select a player to negotiate with. Select the "Scout" and "Type of Transfer," and select "Send Mail" to begin the research request.

■ PLAYER LIST

From the player list your scout has created, select a player to negotiate

with. Select the position and the player, then select "Scout" and "Type of Transfer." Select "Send Mail" to begin negotiations.

■ TRANSFER LIST

Select a player from the transfer list. The process is the same as for "Player List."

■ YOUTH PLAYER LIST

From the list of youth players the scout has created, select a youth player to negotiate with. The process is the same as for "Player List."

MAKE LIST

Instruct one of your scouts to create a list of players and coaches for acquisition. Players acquired via this method are negotiated with directly. Note that the list will only be posted for up to 8 turns.

WAITING LIST

See a list of players waiting to join your team, together with salary and contract details for each.

Loan Transfer

Pay a rental fee to the club who holds rights to a player, and have him join your club for a one-year limit. After a year, the player will return to his own club. This is cheaper than a full transfer, so may be worthwhile early in the game when your funds are limited. Up to 5 players can be acquired via loan transfer.

CLUB PERSONNEL

Make personnel transactions for players, manager and coaching staff. Transactions for youth players are also performed here.

FIRST TEAM

Renew contracts, release players, or post players on the Move List.

■ POST PLAYER LIST


Select a player to post on the list (or delete from a list), and press the

 button to advance to the interview screen.

■ RENEW CONTRACT

Select a player to renew a contract with, and the game advances to the interview screen as detailed on p.24.

SCOUTING

Instruct your scouts to research and acquire players. Press the  button to view scout details.

Number of Players

Up to 25 players are allowed in your club. Exceed this number and you will have to release one of them. Up to 5 players may be from non-EU countries, identifiable by an "F" displayed next to their nationality.

Free Transfer

Players with only 1 year remaining on their contracts will be treated as Free Transfers. With Free Transfers, no transfer fee is required which allows you to acquire top players by direct negotiation.

■ Extend Term

Select the number of years for the contract extension.

■ Annual Salary

Propose a salary for the player. The scout's comments make a useful reference when deciding.

■ Options

Include optional bonus payments for playing a match, scoring a goal, etc. Select the type of option and amount to pay if required.

■ Conditions

Show the terms of contract to the player. If the player agrees, the negotiation is successful. If he does not agree, the negotiation for this turn will end. You can only negotiate once per turn for any given player.

■ Cancel Contract Renewal

Cancel renewal of the contract.

■ LOAN TRANSFER

Choose a club and send your player out for a loan transfer. By building his experiences at another club, you can anticipate greater development of his skills.

■ DISMISS PLAYER

Select a player to dismiss from your club, and press the ⓧ button. The game advances to the interview screen.

YOUTH PLAYER

Promote or dismiss youth players.

Rules for Designated Loan Transfer

1. This cannot be used after the latter half of the fourth week of January.
2. Up to 5 players may be sent out.
3. Players who are injured, in the final year of contract, or have already announced retirement at the end of the season cannot be sent out.
4. Loan transfer to the top league/second league clubs in 6 European countries can be designated during the transfer period only.

■ Promote to First Team

Select a youth player to promote to the first team and press the ⓧ button. Press the ⓘ button to view his information. The promoted player will join the first team at the end of the turn. Note that once promoted, the player cannot be returned to the youth team.

■ Dismiss Player

Select a youth player to dismiss from your club.

STAFF

Make personnel transactions relating to the manager, coaches, and scouts. When a list is displayed, press the ⓘ button to view staff details.

■ CHANGE STAFF

Select the staff to change from the staff list. Next, select the new staff from a list of candidates. Confirm and select "End" to complete the procedure.

■ CHANGE SCOUT

Scouts can be changed in the same way as for "Change Staff" above.

■ CHANGE YOUTH TEAM MANAGER

Select a coach to assign as youth team manager.

■ PROMOTE TO MANAGER

Select one of your contracted coaches to promote to team manager. You will need to find a new coach to fill the vacant position.

TALK TO

Speak directly with players and staff, and keep abreast of what's on their minds. Select a player to talk to from those available and press the ⓧ button. Unsatisfied players may present promises they want you to keep. By keeping promises, you will be able to relieve the dissatisfaction, but breaking them will cause problems later. You can check the promises you've made in each player's details.

YOUTH

The Youth Team is a lower organisation in your club, building up young players of ages ranging from 16 to 18. Youth Players can be promoted to the top team at any time. New youth player(s) will join automatically in July, October, January, and April.

TRAINING SETTINGS

Establish a training schedule for youth players. You can select "Basic Training," "Special Training," and "Leave to Manager."

■ BASIC TRAINING

Set the schedule for the whole youth team. Select a place on the schedule, and choose an item from the practice menu detailed below. Press the ⓘ button to end.

■ Offence

Improve attack parameter.

■ Defence

Improve defence parameter.

■ Formation

Improve understanding of the team's formation.

■ Tactics

Improve understanding of the team's tactics.

■ Physical Ability

Improve basic physical abilities, such as speed and stamina.

■ Combination

Improve on co-operation within the team.

■ Half-Court Game

Play a mini game to improve on various skills.

■ Improve Fitness

Fine tune players' conditions.

■ SPECIAL TRAINING

Select up to 4 youth players and a specific skill or area to practice.

- **FW Training** Striker/Target Man/Attacking Midfielder/Winger
Hone skills needed for forwards, such as goal scoring or ball keeping.
- **MF Training** Playmaker/Left or Right Flank MF/MF/Central MF
Hone skills needed for midfielders, such as passing.
- **DF Training** Stopper/Libero/Sweeper/Full-Back
Hone skills needed for defenders, such as covering.
- **GK Training** Ball Handling/Shot Stopping/Handle with Crosses/Dash Out
Hone skills needed for goalkeepers.
- **Physical Training** Physical Strength/Pace/Stamina/General
Improve on players' basic physical ability, such as power and speed.
- **Special Training**
Execute special practice session unique to each coach in your team.

■ LEAVE TO MANAGER

Let the manager make the training schedule himself. The contents of the training differ according to the tactical approach of the youth team manager.

RATINGS

View evaluations of each youth player and the team as a whole.

■ CHECK PLAYER'S IMPROVEMENT

View the current abilities of each player via a graph and comments.

■ PROSPECT CHART OF PLAYER

View the anticipated growth in ability for each player via a graph and comments. The graph indicates a comparison between the current overall abilities (yellow) and anticipated growth (green).

OFFICE

ACCOUNTING DEPT.

The department that handles club accounts. Verify the market conditions to avoid financial difficulties, and keep abreast of your club's finances.

MANAGEMENT INFO

View an incomings and outgoings forecast at the end of the month. The game will be over if your funds are in the red at the start of the new year, so pay close attention to the balance.

SPONSOR INFO

Verify contract deposit, terms, privilege, and condition of the sponsors.

MEDIA INFO

Verify contract deposit, terms, and condition of the TV Stations.

ADMINISTRATIVE PLAN

Verify annual advertisement costs, ticket prices, discount rates for season ticket holders, and the number of season tickets printed, which are set in the administrative plan.

FACILITIES DEPT.

The department that handles building, renovation, and management of facilities. The type of facilities that can be installed will vary according to the situation. Note that once you decide on building/installing, you cannot cancel.

STADIUM

Build a new stadium, or establish facilities inside the stadium. Depending on the scale of construction, the cost and required turns to complete will vary. A monthly maintenance cost will also be required, so plan ahead carefully.

CONSTRUCTION

Build a new stadium to increase spectator capacity and space for facilities.

EXTENSION

Install more seats, add lighting, build roofs etc. Note that depending on the stadium, the types of facilities and the order of installation will differ.

INSTALL FACILITIES

Install new facilities, such as restaurants and kiosks in the stadium. These facilities may attract more spectators. The number and type of facilities that can be

installed vary according to the stadium.

DEMOLISH FACILITIES

Remove an installed facility. Once removed, you can re-use the vacant space to build another.

LIST OF BUILDING EXTENSIONS

View an enlargement of the stadium.

LIST OF FACILITIES

View information on each facility such as maintenance costs.

GROUND

Enlarge the club premises and practice field. When you select a facility, the cost and effect will be displayed as a guide.

CLUB HOUSE

Remodel club house and install facilities. Facilities for the office and youth house can also be installed here. The cost and effect will be displayed as a guide.


SALES DEPT.

This is the department that controls the official club goods and foreign branches. You can sell goods, or build and invest on foreign branches.

GOODS SALES

Sell official goods, and verify sales data. By improving on facility level of the Sales Dept., the number of types of goods that can be sold will increase.

MERCHANDISE SALES

Manufacture and sell goods. Use the directional buttons to select the goods and the production quantity and cost will be displayed. Select a quantity, and press the  button. Note that goods you have

selected for sales cannot be selected again until the following season, even if the product is sold out. On the other hand, all goods will be sold at half price in June, and those left over after that will be disposed of.

WITHDRAW MERCHANDISE SALES

Discontinue the current goods sales.

SALES DATA

View sales data of goods for the season.

■ ASK SPONSOR TO DEVELOP MERCHANDISE

After August of the second year, you will be able to request your sponsors to develop new goods. Use the directional buttons to select a company to request and press the **X** button. The company will report to you the results one month later. If they succeed, you will be able to sell the goods. It is also possible that the company will fail to come up with new goods, but as this is at no cost to your club you shouldn't hesitate to ask.

FOREIGN BRANCH

After July of the second year, you can establish/invest in a foreign branch. By establishing a foreign branch, you can enjoy a variety of benefits as detailed below.

Foreign Branch Merits

1. Increased Supporters Abroad, leading to positive economic effects from sales of goods.
2. Find and sign players from the area more easily.

PUBLIC RELATIONS

The department that manages club schedules and the supporters' club.

SCHEDULE

View the club schedule. Select "View Details" and press the **L1** / **R1** buttons to change the month. Align the cursor with the schedule and press the **X** button to view details of the day's plans. You can also set up promotional activities here (p.9).

SUPPORTERS' CLUB

Check the number of members, and listen to supporter feedback.

3. Anticipate sponsors from the branch's location.
4. Greater selection of clubs for sending out players for loan transfer.

■ CREATE

Select an area to establish a foreign branch. The number of branches you can establish can be raised by improving the facility level of the Sales Dept.

■ SETTINGS

Invest in or close your foreign branch.

Investment

Improve the situation level of the foreign branch. Use the directional buttons to set the amount to invest. As the situation level becomes higher, the branch becomes more active, and the popularity of the club increases. If you do not invest in it, the situation level will decrease. Whenever you establish a foreign branch, be sure to invest in it as often as possible.

■ NO. OF MEMBERS

See the total number of members in the club. Use the directional buttons to select an area to see supporter statistics.

■ MEMBERS' FEEDBACK

Listen to the voices and opinions of the supporters. Supporters are very important to the club, and if they put forward a request, you would be wise to listen to it. The supporters' voices update each turn.

MY ROOM

CHECK E-MAILS

View emails you have received. Use the directional buttons to select a category, and a list of relevant mails will be displayed. Press the **X** button to read, and the **A** button to exit. Note that if the total number of emails exceeds 50, older mail will be automatically deleted. Check your mail regularly.

■ Unread Mail

Shows only the emails you haven't read. Emails will be moved to their correct category once read.

■ Clubhouse

Mail concerning your club, mostly from scouts and players.

■ Accounts Dept.

Mail concerning accounts, often indicating that the financial situation is dropping.

■ Facilities Dept.

Mail concerning facilities. You will receive an email when the construction of a facility is completed.

■ Sales Dept.

Mail relating to business, such as reports on the sales of team goods.

■ Public Relations

Mail concerning public relations, such as reports on the club's promotional events.

■ Others

All mail that does not belong in any of the other categories will be placed here. You may even receive mail from the owners of rival clubs...

NEWSPAPER

Read the day's newspapers. Use the directional buttons to select an article, and press the **X** button to read. Select "Back Edition" to read older articles.

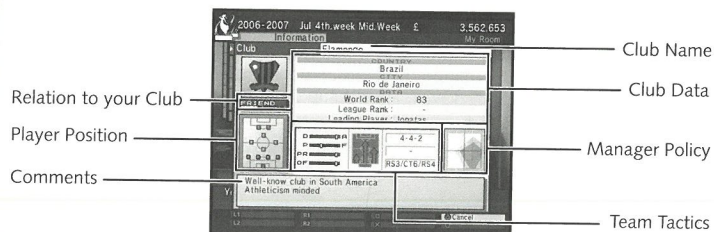
INFORMATION

You can view information on players in all clubs, including yours, together with records and rankings. You can also find out about tournaments held in each country.

CLUB INFO

Check information on any competing club in any country. When a list of players in the selected club is displayed, press the **A** button to display the detailed data of the selected player. While in Club Selection Screen, press the **A** button to view detailed data of the club in selection.

CLUB DETAILS SCREEN



MATCH SCHEDULE

View information on the current competition.

STANDINGS

Select a category of ranking and press the button to view.

TROPHY

View trophies your club has won.

OPTIONS

SAVE

Save the current situation of your club. To save the game data, you will need at least 800KB of free memory space in your memory card. Note that you can only create one game data per club, and cannot make a duplicate copy.

VS SAVE

Create "Match Data" based on your club's current condition. The data is used in VS Mode (p.33). At least 100KB of free memory space is required per club.

SETTINGS

Make changes to various game settings. Use the directional buttons to select a menu item, to change settings, and press the to exit.

Game Setting

Change settings such as name display

and match commentary. Currency can also be selected from € (Euro) and £ (Pound Sterling).

Sound Setting

Change settings related to sound output. You can also listen to the background music and sound effects.

Match Sound

Change the type of crowd noises, commentary language, and sound levels during the match.

2D

Toggle ON/OFF various displays, such as scores and times during matches.

Scene

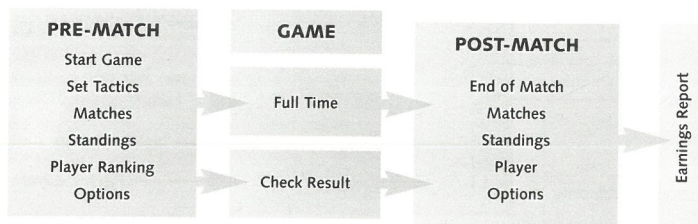
Toggle ON/OFF various event scenes during matches.

EXIT

You will be prompted to save the game data before exiting.

MATCH DAY

A typical match day plays out as follows.



PRE-MATCH

Before the match and at half time, you can check the team tactics and issue instructions. Select from the following items.

Start Game

Begin the Match. Choose to watch the game in full, or summarised as a field diagram.

Set Tactics

Change player positions and the game plan. The contents and controls are the same as for "Team Tactics" detailed on p.20.

Matches

Check the matches scheduled for the day.

Standings

Check your club's rating.

Player

See the current goals, assists and evaluation points statistics.

Options

Change game settings. Note that you cannot adjust sound settings during the match.

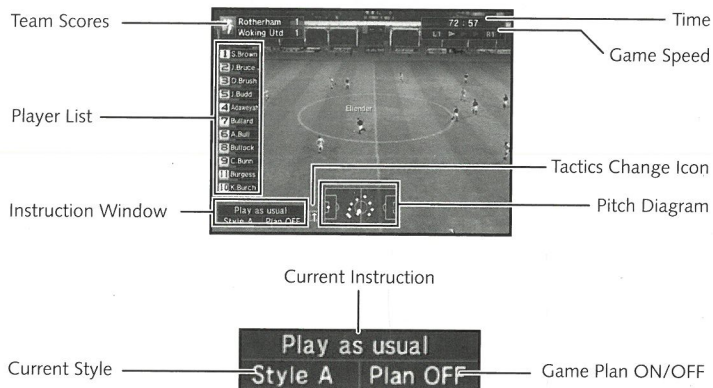
DURING THE MATCH

The game can be viewed in full time or result modes as detailed below and on p.32. The game will play out by itself, but additional instructions can also be given in full time view.

FULL TIME VIEW

Watch the match in real time as it plays out.

Viewing the Match Screen



■ Instruction Window

Give the team instructions during the match. Open the instruction window with the **X** button, select an instruction with the directional buttons, and press the **X** button again to decide. If you select Change Tactics, the change tactics icon will appear, and you will be taken to the set tactics screen next outplay. Change tactics can also be set by pressing the **+** button.

■ Game Speed

Use the **L1** / **R1** buttons to change the speed the game plays out at.

■ Player List Display

Use **L2** / **R2** buttons to toggle the player list display.

■ Options

Press the START button to bring up the options menu.

Match Results

At half time and at the end of the match, the results screen will be displayed. Use the **L1** / **R1** buttons to view game statistics and evaluation points. Press the **X** button to display a menu, and select Change Tactics or Post Match Report to continue.

RESULT VIEW

Check game progress from start to finish via a pitch diagram. No interventions can be made at all once the game starts.

SET TACTICS

As with the pre-match, you can use the Set Tactics screen to set player positions and change the game plan. Prepare these carefully to correspond with the real game situation.

POST-MATCH

The post-match report is announced. You can also see the player ranking as of the final whistle. Select "End of Match" to progress to the earnings report.

EARNINGS REPORT

See the accounts for the match. The number of supporters that attended are also listed so note this carefully. Ticket proceeds for home games and a winning bonus for a win are also shown.

VS MODE

Select teams and host an exhibition match or league tournament. By loading "Match Data" you can also enter your own club.

SELECT REGULATION

Use the directional buttons and the **X** button to set the match form and regulations as detailed below.

MATCH FORM SELECT

■ Exhibition

Single match between 2 teams. The number of teams cannot be changed.

■ League

A set of league games for 4, 6, 8 or 16 teams with no Extra Time or Penalty Shoot-outs.

■ Tournament

A tournament for 4, 8 or 16 teams with Extra Time and Penalty Shoot-outs allowed.

■ Teams Entered

Set the number of teams for league and tournament games.

■ Extra Time

Decide if Extra Time is allowed (Exhibition matches only).

■ Penalty Shoot-Out

Decide if Penalty Shoot-outs are allowed (Exhibition matches only).

■ Subs Named

Select from 5, 7, 12, or 14 substitute players.

■ Subs Used

Set number of substitutes to 3 or "No Limit."

REGULATION SELECT

■ Competition Structure

Set to single match, or H&A (home and away).

TEAM SELECT

Once the regulations are set, you can select the teams to enter. Use the directional buttons to select a club, the **L1** / **R1** buttons to switch pages, and the **X** button to decide. Then use the directional buttons and the **X** button to register each team in the right panel. Repeat this process until all positions have been filled, or select Automatic to fill the remaining positions randomly.

LOADING "MATCH DATA"

Enter with "Match Data" stored on a Memory Card (8MB) (for PlayStation®2). Use the **L1** / **R1** buttons to select "Others" and the directional buttons to select a data.

VS MENU

With the clubs selected, the VS Menu will be displayed. Select Proceed to begin each match. When using "Match Data" in Full Time mode, you can set the tactics before the match as with the regular game mode. At the end of the match you can also see the results and rankings.

SPECTATOR MODE

Select a match and use the directional buttons **← →** to set the spectator mode to "Full Time," "Check Result," or "Do Not View Match" (default). Press the **△** button to confirm and return to the previous screen.

Two Player Games with "Match Data"

When playing with two sets of "Match Data," it is possible for 2 players to play. When 2 controllers are connected, player 1 takes the home team and player 2 takes the away team. When only 1 controller is connected, use the directional buttons **↑ ↓** to select which team to control.

PLAYER EDIT

Once you progress to the top league, or from July of your third year, you can make your own custom players as detailed below. Custom players can be added to the club's Youth. Only 1 custom player can be added to the first team.

PLAYER INFORMATION

Edit the player's name, position and appearance etc.

General Information

Decide on a name, nationality, dominant foot, position etc.

Suitability Areas

Decide which areas of the field the player's strengths lay. Up to 3 suitability areas can be set. The range of possible suitability areas depends on the selected position.

Appearance

Select eyes, nose, mouth and body type etc. to tune the appearance of your player.

ITEMS

Up to 8 items can be added to your player's kit. Use the directional buttons to select a body area to display a list of items. Each item has an explanation for your reference. Press the **⊗** button to equip.

COMPLETE CUSTOM PLAYER

When you've finished your edit you can check your player's abilities. Use the **L1** / **R1** button to display a brief player comment. Press the **⊗** button and select Yes to finish.

PLAYER POSITIONS

As well as the 4 basic position icons, each player is also assigned 1 of 9 icons indicating their most suitable position. Players can be searched for by these positions as detailed in Scouting (p.22). The most suitable locations for each position are as illustrated.

FW FORWARD

Receives the ball in the attacking third to bring others into play, and tries for a set piece or shoot.

WG WING

A forward who operates out wide. Charged with creating goal-scoring opportunities for the strikers and themselves with little or no defensive duties. Pace, skill, crossing and creativity are important attributes.

OM OFFENSIVE MIDFIELDER

A midfielder with strong attacking skills. Good at timing late runs into the box, creating chances for the strikers and scoring from long range. Limited defensive responsibilities. Intelligence, creativity, shooting, technique and positioning are key attributes.

SM SIDE MIDFIELDER

Charged with creating chances for the forwards but also have important defensive responsibilities.

DM DEFENSIVE MIDFIELDER

Defensive midfielders often dictate the pace of the game and bring the other midfielders and forwards into play. Also used to counter the opposing team's offensive midfielders. Stamina, passing, tackling and positioning are essential for this position.

WB WING BACK

A cross between the side midfielder and side back, most often employed in a 3-5-2 formation.

CB CENTRE BACK

Centre backs intercept opposing team passes and clear the ball from directly in front of the goal. Important qualities for this role are heading, strength, tackling, marking and leadership. Centre backs often make good captains.

SB SIDE BACK

Plays on the right or left side of defence. Prime responsibilities are assisting the centre backs, countering the opposing team's wingers or side midfielders and providing support to their own wingers and side midfielders. Tackling, pace and marking are important qualities for this position.

GK GOALKEEPER

Defends the goal directly from the penalty area.



CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for Let's Make a Soccer Team!™. See the in-game credits for the complete list of the original development staff.

SEGA Europe Limited Staff Credits

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Naoya Tsurumi

President/COO

Mike Hayes

Development Director

Gary Dunn

Creative Director

Matthew Woodley

Director of European Marketing

Gary Knight

Head of Development - Sport

Andrew Brennand

Producer

Warren Leigh

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Helen Camilleri

European PR

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Senior Brand Manager

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Brand Manager

Hiromi Ando

Assistant Brand Manager

Mark Cook

International Brand Manager

Ben Chalmers-Stevens

Creative Services

Alison Warfield

Tom Bingle

Morgan Gibbons

Akane Hiraoka

Arnoud Tempelaere

Head of Operations

Mark Simmons

Operations

Caroline Searle

Natalie Cooke

Head of Online

Justin Moodie

Web Designer

Bennie Booysen

Head of Development Services

Mark Le Breton

QA Supervisor

Marlon Grant

Stuart Arrowsmith

Master Technicians

John Hegarty

Jigar Patel

Senior Team Lead

Justyn McLean

Standards Co-ordinator

Mohammed Ajaib

Team Lead

David Milmine

Testers

Sam Trendall

Sam Ogunwe

John Austin

Joe Fitzgerald

Volong Tran

Kewhe Unude

Imonena Unude

Format Specialist

Nicky Kotze

Peter Leung

Language QA Team Leads

Sven Wittmaack

Jean-Baptiste Bagot

Language Testers

Jaron Scholz

Katharina Kiegler

Jay Bannmüller

Carole Kunzelmann

Julien Mauduit

Christelle Grosse

Antonio Catanese

Giovanni De Caro

Javier Vidal Fimia

Juan Pérez

Ernest Palau Gutierrez

CREDITS

SOE Special Thanks

Babel

Kaori Nukui

The Mustard Corporation:

For their creative english re-writes

Outsource Media: Audio and Crowd work

Takayuki Kawagoe

Osamu Ohashi

Nobuya Ohashi

Hiroko Yokosuka

Sports R&D

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Hiromi Ando

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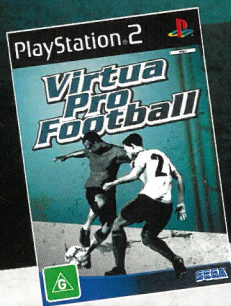
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